32	2510	simulat\$3 near3 (translat\$3 or rotat\$3)	USPAT; US-PGPUB	2004/07/20 10:10
33	74	(concurrent\$2 or simultaneous\$2 or parallel) with(simulat\$3 near3 (translat\$3 or rotat\$3))	USPAT; US-PGPUB	2004/07/20 10:12
34	264	(game\$1 with simulat\$3) and (simulat\$3 near3 (translat\$3 or rotat\$3))	USPAT; US-PGPUB	2004/07/20 10:13
35	, 12	((concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3) and ((game\$1 with simulat\$3) and (simulat\$3) and (simulat\$3 near3 (translat\$3 or rotat\$3)))	USPAT; US-PGPUB	2004/07/20 10:16
36	3769	game near3 simulat\$3	USPAT; US-PGPUB	2004/07/20 10:16
37	65627	(video or graphic\$3) near3 (process\$3 or calculat\$3)	USPAT; US-PGPUB	2004/07/20 10:18
38	36	(game near3 simulat\$3) with ((video or graphic\$3) near3 (process\$3 or calculat\$3))	USPAT; US-PGPUB	2004/07/20 10:18
39	7	5995111.uref.	USPAT; US-PGPUB	2004/07/20 10:18
40	117	game with coprocessor	USPAT; US-PGPUB	2004/07/20 10:18
41	147	coprocessor adj bus	USPAT; US-PGPUB	2004/07/20 10:19
42	1137	vector adj processor	USPAT; US-PGPUB	2004/07/20 10:19
43	12	(coprocessor adj bus) and (vector adj processor)	USPAT; US-PGPUB	2004/07/20 10:19
44	4837	cpu adj bus	USPAT; US-PGPUB	2004/07/20 10:20
45	22	(coprocessor adj bus) and (cpu adj bus)	USPAT; US-PGPUB	2004/07/20 10:20
46	1191	rendering adj engine	USPAT; US-PGPUB	2004/07/20 10:20
47	4902	("16" or sixteen) adj pixel\$1	USPAT; US-PGPUB	2004/07/20 10:21
48	30	(rendering adj engine) and (("16" or sixteen) adj pixel\$1)	USPAT; US-PGPUB	2004/07/20 10:22
49	55	fill\$3 adj frame adj buffer	USPAT; US-PGPUB	2004/07/20 10:25
50	0	(per adj cycle) with (fill\$3 adj frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:37
51	5	rate with (fill\$3 adj frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:37
52	6	(per adj cycle) with (frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:38
53	32	(("16" or sixteen) adj pixel\$1) near3 (rectangle or polygon)	USPAT; US-PGPUB	2004/07/20 10:38
54	672	(simulat\$3 near3 (translat\$3 or rotat\$3)) and cycle	USPAT; US-PGPUB	2004/07/20 10:39
55	18	((("16" or sixteen) adj pixel\$1) near3 (rectangle or polygon)) and cycle	USPAT; US-PGPUB	2004/07/20 10:39
56	21	pixel\$1 near3 (rectangle or polygon) with cycle\$1	USPAT; US-PGPUB	2004/07/20 10:40
57	232	345/505.ccls.	USPAT; US-PGPUB	2004/07/20 10:41
58	201948	vector\$1	USPAT; US-PGPUB	2004/07/20 10:41
59	103	345/505.ccls. and vector\$1	USPAT; US-PGPUB	2004/07/20 10:41

L Number	Hits	Search Text	DB	Time stamp
1	79	345/541.ccls.	USPAT;	2004/07/20 09:47
		3 13/3 12133/31	US-PGPUB	
2	79	712/2.ccls.	USPAT;	2004/07/20 09:47
	, ,	,,	US-PGPUB	,
3	87	345/535.ccls.	USPAT;	2004/07/20 09:48
	0.	3 10/333133131	US-PGPUB	
4	0	712/2.ccls. and 345/535.ccls.	USPAT;	2004/07/20 09:48
1 '		722/210051 4114 5 15/5551005.	US-PGPUB	200 1,07,20 051 10
5	49	345/533.ccls.	USPAT;	2004/07/20 09:50
	13	3 13/ 333.0013.	US-PGPUB	200 1/07/20 05:50
6	0	345/535.ccls. and 345/533.ccls.	USPAT;	2004/07/20 09:51
		3 13/ 333.cci3. drid 3 13/ 333.cci3.	US-PGPUB	2001/07/20 05:31
7	150069	row\$1 and column\$1	USPAT;	2004/07/20 09:51
'	130005	Torrest and columnate	US-PGPUB	2001/07/2003:31
8	3260	vector adj process\$3	USPAT;	2004/07/20 09:51
	3200	Vector day processips	US-PGPUB	200 1/07/20 05:51
9	984	(row\$1 and column\$1) and (vector adj process\$3)	USPAT;	2004/07/20 09:51
1	501	(10W\$1 and column\$1) and (vector day process\$5)	US-PGPUB	2001/07/20 05.51
10	20140	arbitrat\$3	USPAT;	2004/07/20 09:52
10	20140		US-PGPUB	2007/07/20 05.32
11	1	((row\$1 and column\$1) and (vector adj process\$3)) and	USPAT;	2004/07/20 09:52
**	*	345/541.ccls.	US-PGPUB	2007/07/20 03.32
12	157	((row\$1 and column\$1) and (vector adj process\$3)) and	USPAT;	2004/07/20 09:52
12	15/	arbitrat\$3	US-PGPUB	2007/07/20 03.32
13	144	(((row\$1 and column\$1) and (vector adj process\$3)) and	USPAT;	2004/07/20 09:53
15		arbitrat\$3) and (matrix or array)	US-PGPUB	2007/07/20 05.55
14	287	(plural\$3 or multiple) near3 vector near3 processor\$1	USPAT;	2004/07/20 09:55
* '	207	(planality) of manapier reals vector reals processorit	US-PGPUB	2007/07/20 05.55
15	43	arbitrat\$3 and ((plural\$3 or multiple) near3 vector near3	USPAT;	2004/07/20 09:55
15	75	processor\$1)	US-PGPUB	2007/07/20 03.33
16	195	parallel near3 (vector adj processor\$1)	USPAT;	2004/07/20 09:56
10	133	parallel flears (vector daj processorar)	US-PGPUB	200 1/0//20 03:30
17	23	arbitrat\$3 and (parallel near3 (vector adj processor\$1))	USPAT;	2004/07/20 09:56
		and acts and (parametricals (vector as) processor(1))	US-PGPUB	200 1/0//20 03:30
18	354	game adj processor	USPAT;	2004/07/20 09:56
		Same any processor	US-PGPUB	200 1, 07, 20 05100
19	0	(vector adj processor\$3) and (game adj processor)	USPAT;	2004/07/20 09:57
	_	(US-PGPUB	
20	157	(matrix or array) and (game adj processor)	USPAT;	2004/07/20 09:58
		(32222)	US-PGPUB	,,
21	8130	game adj (system or apparatus)	USPAT;	2004/07/20 09:58
		James and (chessing or apparatus)	US-PGPUB	,,,
22	81	((matrix or array) and (game adj processor)) and (game adj	USPAT;	2004/07/20 09:58
		(system or apparatus))	US-PGPUB	
23	15	(vector adj process\$3) and (arbitrat\$3 and (game adj (system	USPAT;	2004/07/20 10:03
		or apparatus)))	US-PGPUB	
24	6296	game\$1 with simulat\$3	USPAT;	2004/07/20 10:03
		ļ - · ·	US-PGPUB	,,
25	1448984	translat\$3 or rotat\$3	USPAT;	2004/07/20 10:04
		'	US-PGPUB	,
26	3160	(game\$1 with simulat\$3) and (translat\$3 or rotat\$3)	USPAT;	2004/07/20 10:04
			US-PGPUB	, ,
27	99274	(concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3	USPAT;	2004/07/20 10:06
			US-PGPUB	,,
28	263	((game\$1 with simulat\$3) and (translat\$3 or rotat\$3)) and	USPAT;	2004/07/20 10:06
		((concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3)	US-PGPUB	
29	0	(real adj time) near3 simultat\$3 near3 (geometr\$5 or	USPAT;	2004/07/20 10:08
		polygon\$2)	US-PGPUB	
30	8	(real adj time) near3 simulat\$3 near3 (geometr\$5 or	USPAT;	2004/07/20 10:08
		polygon\$2)	US-PGPUB	
31	1	(real adj_time) near3 simulat\$3 near3 (translat\$3 or rotat\$3)	USPAT;	2004/07/20 10:09
	<u></u>		US-PGPUB	, ,
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